# RATCHET & CLANK 3
## UP YOUR ARSENAL



INSOMNIAC GAMES

SONY COMPUTER ENTERTAINMENT®

## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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**See back page of this manual for Customer Service Numbers.**

SCES-52456/P ANZ

**1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 600KB minimum • Multitap adaptable: 1-4 players • Analog Control compatible : all buttons • Vibration Function compatible • Network Adaptor (Ethernet) (for PlayStation®2) compatible: 2-8 players • USB Headset (for PlayStation®2)**

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# ENGLISH

# DEATH TO THE SQUISHIES!

**Ratchet's cheesed off. He's had it up to his arsenal with robots sucking up all the glory while he does the hero work and gets zilch credit. He's being treated like chopped asteroid while Clank gets the Holostar treatment for his role in that silly Secret Agent Clank T.V. show. Even the President of the Galaxy is acting like some star-struck autograph hound.**

**Clank's a great guy, but come on – he spends most of his time as a backpack! And what about those Galactic Ranger bots that are supposed to be guardians of universal peace? Well, special thanks to the wise guy who programmed in their cowardice feature! Who hurts real pain when some one-eyed Tyhrranoid buries its teeth into live fur? Ratchet, that's who, so how about a little respect!**

**On top of all this robot worship, there are some nasty rumours shooting around the galaxy that don't sound too good for anybody with blood pumping through their veins. The word "squishy" is being used as an insult to describe living things. What? Being alive isn't cool anymore?**

**And now the tube is showing scenes of Ratchet's home planet Veldin under attack by Tyhrranoid raiders. The rumour is they are bankrolled by Dr. Nefarious, a flesh-hating robot supremacist. He convinced a gullible warrior race called the Tyhrranoids to become his allies in destroying all organic life. Tyhrranoids have no concept of irony and thus don't realise that, being organic life themselves, Nefarious plans to annihilate them as soon as they complete his dirty work. Ratchet and Clank will have to assemble the deadliest arsenal of weapons the galaxy has ever known if they have any hope of defeating the mysterious Dr. Nefarious.**

# GETTING STARTED

## SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers/other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the RATCHET & CLANK™ 3 disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

## MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with PlayStation® format software are not compatible with this game.

RATCHET & CLANK™ 3 uses an Auto-Save feature to save Single Player game progress and settings, Network Configuration data and online profiles. Select "New Game" from the Main Menu to access the Save Files Screen. An on-screen message will be displayed prompting you to create a Save File which will be stored to a Memory Card inserted into MEMORY CARD slot 1. Press the ⊗ button to create the Save File. Do not remove the Memory Card while auto-saving. Make sure there is enough free space on your Memory Card before commencing play.

You can load previously saved RATCHET & CLANK™ 3 game data from the same Memory Card or any Memory Card containing previously saved data.

A Memory Card is required to play RATCHET & CLANK™ 3 online. Before playing online, a valid "Your Network Configuration File" must be saved to Memory Card using either the Network Access Disc or the RATCHET & CLANK™ 3 Network Configuration utility.

To make a manual save, select "Options" from the Pause Menu and then select "Save".

To continue playing a saved Single Player game, select "Load Game" on the Main Menu. Highlight the save game file you want to continue playing and press the ⊗ button.

During Single Player Mode, there will be occasions to load save files from RATCHET & CLANK™ or RATCHET & CLANK™ 2 from Memory Card. These files could open up some special deals or secret game features.

NOTE: save files from all three RATCHET & CLANK adventures can be stored on the same Memory Card.

## USING A MULTITAP (FOR PLAYSTATION®2)

NOTE: in this manual, the term "Multitap" is used to describe the Multitap (for PlayStation®2) - (product code SCPH-10090E). This product does not support the Multitap - (product code SCPH-1070 E) designed for use with PlayStation® and PlayStation® (PS one®) format software.

RATCHET & CLANK™ 3 automatically detects the number of controllers inserted into the console. A Multitap should be inserted into controller port 1 of the console, and a controller into controller port 1-A of the Multitap. Any other controllers should be inserted sequentially into controller port 1-B, controller port 1-C etc.

## NETWORK ADAPTOR (ETHERNET) (FOR PLAYSTATION®2)

A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

CAUTION: ensure your console is switched off and that you have disconnected the AC power cable before adding any network equipment to the console.

NOTE: RATCHET & CLANK™ 3 must be played over a Broadband Internet connection.

## SETTING UP THE USB HEADSET (FOR PLAYSTATION®2)

The USB Headset (for PlayStation®2) allows you to talk with other online players. Connect the USB Headset (for PlayStation®2) into either of the USB connectors located on the front of your console with the USB symbol on the plug facing upwards.

NOTE: RATCHET & CLANK™ 3 also supports the SOCOM Headset.

# DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) must be in analog mode (indicator: red).

# GETTING STARTED

Following a short cinematic introductory sequence, the Title Screen will be displayed. Press the START button to access the Main Menu, or alternatively, press and hold the L1, L2, R1 and R2 buttons simultaneously to play a thrilling demo of SLY 2: BAND OF THIEVES™.

# CONTROLS

## RATCHET'S BASIC CONTROLS

| | |
|---|---|
| Walk/Run | ↑/↓/←/→ |
| Jump | ⊗ button |
| Fire weapon or use gadget | ○ button |
| Swing Omniwrench | □ button |
| Interrupt messages | △ button |
| Crouch | R1 button (hold) |
| Centre camera behind Ratchet | L1 button (tap) |
| Control camera view | right analog stick |
| Nanotech and Bolt display | L3 button |
| Weapon quick select | △ button (hold) + left analog stick |

## RATCHET'S ADDITIONAL CONTROLS

| | |
|---|---|
| Double jump | ⊗ button (tap twice) |
| Drop from ledge | R1 button |
| Pull up from ledge | ⊗ button |
| Move while hanging on ledge | ←/→ |
| Omniwrench multi-strike | □ button, then □ button, then □ button |
| Omniwrench hyper-strike | ⊗ button then □ button |
| Omniwrench comet-strike (first person view) | □ button |
| Omniwrench comet-strike (3rd person view) | R1 button (hold) + □button |
| Omniwrench comet-strike (lock-strafe view) | R2 button (hold) + □ button |
| Turn bolt crank with Omniwrench | □ button (hold) to place wrench, then ←/→ |
| Strafe | L2 or R2 button (hold) + left analog stick |
| Flip left/right (while strafing) | ← or → + ⊗ button |
| Back flip (while strafing) | ↓ + ⊗ button |

| | |
|---|---|
| Crouch turn | R1 button (hold) + ↑, ↓, ← or → |
| Look mode | L1 button (hold) |
| Look mode turn | L1 button (hold) + ↑, ↓, ← or → |
| Zoom Flux Rifle scope in/out | R1/R2 button |
| Quick switch to 1 of last 3 equipped weapons/gadgets | △ button (tap) |
| Alternate Quick Select | △ button (hold), then R1 (hold), then left analog stick to select weapon or gadget |
| Skip cinematic scenes | START button |

## VENDOR CONTROLS

| | |
|---|---|
| Enter vendor | △ button |
| View merchandise | ←/→ |
| Purchase | ✕ button |
| Test weapon in VR Arena (on the Phoenix only) | □ button |

## MAP CONTROLS

| | |
|---|---|
| Display World Map | SELECT button or R3 button |

### SINGLE PLAYER MAP CONTROLS

| | |
|---|---|
| Scroll World Map | left analog stick |
| Zoom World Map | right analog stick ↑/↓ |
| View Missions | □ button |
| Scroll between World Maps | L1 or R1 button |
| Display Galactic Map | △ button (when next to ship) |
| Locate planet on Galactic Map | left analog stick ↑/↓ + ✕ button |

### MULTIPLAYER/ONLINE MAP CONTROLS

| | |
|---|---|
| Select respawn point | left analog stick + ✕ button |
| Display Level Map | SELECT button during all non-Deathmatch games |

## RATCHET SWIMMING CONTROLS

| | |
|---|---|
| Swim | left analog stick |
| Dive underwater | □ button (hold to dive faster) |
| Resurface | ✕ button (hold to rise faster) |
| Use Hydro-Pack | R1 button R2 button in Lock-Strafe and First Person modes) |

## CLANK CONTROLS

| | |
|---|---|
| Select command | △ button (hold) + ↑, ↓, ← or → |
| Punch | □ button |
| Glide | ✕ button (hold) |

## GIANT CLANK CONTROLS

| | |
|---|---|
| Punch | □ button |
| Jump | ✕ button |
| Throw bomb | △ button |
| Fire missiles | ○ button |
| Strafe | L2 or R2 buttons |
| Look mode | L1 button |

## HELI-PACK/THRUSTER-PACK CONTROLS

### THIRD PERSON

| | |
|---|---|
| High Jump (when stationary) | R1 button (hold) + ✕ button |
| Long Jump (when running) | R1 button + ✕ button |
| Glide | ✕ button (hold) |

### LOCK-STRAFE OR FIRST PERSON

| | |
|---|---|
| High Jump (when stationary) | R2 button (hold) + ✕ button or L1 button |
| Long Jump (when running) | R2 button + ✕ button or L1 button |
| Glide | ✕ button (hold) or L1 button |

## VEHICLES

NOTE: in Online play, two team mates can operate a vehicle with one as the driver and the other as gunner or bombardier.

| | |
|---|---|
| Enter/Exit | △ button |

### HOVERSHIP

#### AS DRIVER

| | |
|---|---|
| Move | left analog stick |
| Steer/pitch ship up or down | right analog stick |
| Raise/lower ship | L1/L2 button or ✕ button/ □ button |
| Fire weapon | R1 button or ○ button |

### AS BOMBER

| | |
|---|---|
| Aim | left analog stick |
| Rotate camera | right analog stick |
| Fire | ◉ button or R1 button |

## TURBOSLIDER

### AS DRIVER

| | |
|---|---|
| Steer | Left analog stick |
| Accelerate | ⊗ button |
| Brake/reverse | ▣ button |
| Fire | ◉ button or R1 button |

NOTE: when playing in Multi Player Mode, press the L2 button or the R2 button to switch between Driver and Gunner positions.

### AS GUNNER

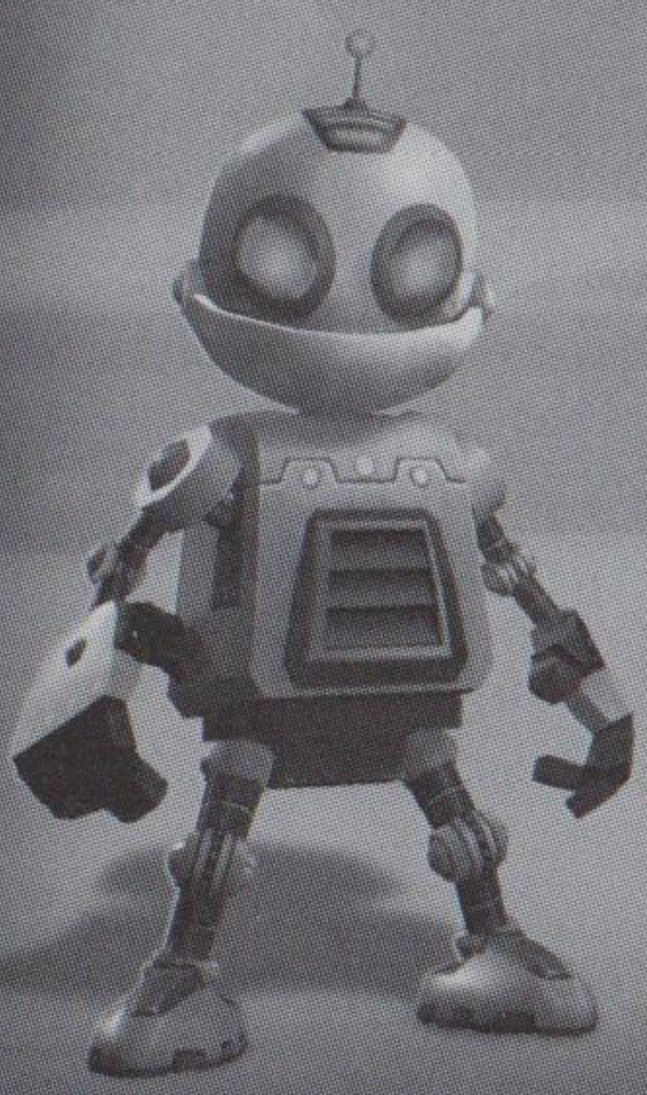
| | |
|---|---|
| Aim | left analog stick or right analog stick |
| Fire | ◉ button or R1 button |

### PLAYER TURRET

| | |
|---|---|
| Aim | left analog stick or right analog stick or ↑, ↓, ← or → |
| Fire | ◉ button or R1 button |

## DATA ENTRY DURING ONLINE/MULTIPLAYER GAMES

| | |
|---|---|
| Select virtual keyboard character | directional buttons ↑/↓ + ⊗ button |
| Backspace/delete | ▣ button |
| Shift | L1 button |
| Space | R1 button |
| Caps | L2 button |
| Done | ◉ button |
| Cancel | △ button |



# THE MAIN MENU

## NEW GAME

Join Ratchet and Clank as they blast their way through the galaxy. This is a single-player mission to save freedom-loving organisms everywhere from the squishy-squashing Dr. Nefarious. If you liked the warfare from Ratchet and Clank's first two adventures, it's time to get back behind the trigger and squeeze off a few million rounds from here.

## MULTIPLAYER

Play split-screen Multiplayer Mode offline or, for a whole new experience, take the devastation online! Look out for the short video explaining Multiplayer games and Siege Mode recorded by Captain Qwark before he vanished after that unfortunate Fizzwidget episode...

## ONLINE PLAY

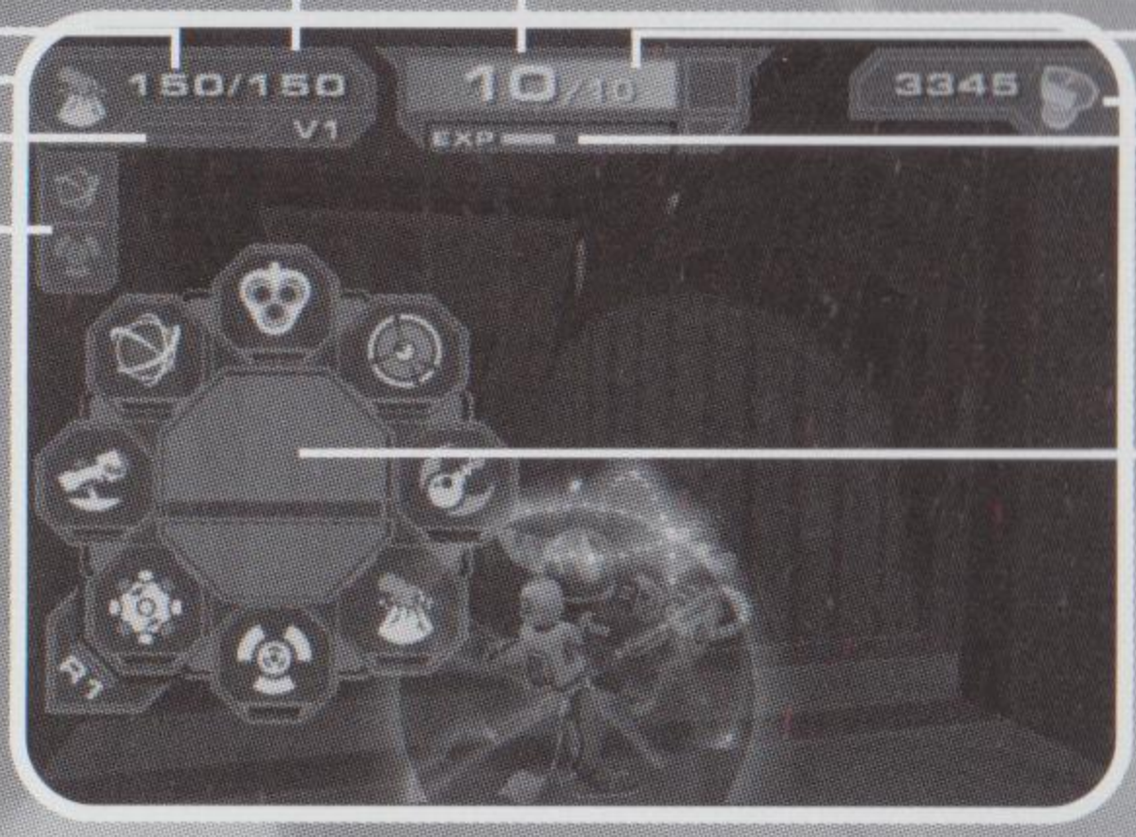
Battle with up to seven other players in Siege, Deathmatch and Capture the Flag games. Before you can play RATCHET & CLANK™ 3, you must have a valid "Your Network Configuration File" saved to Memory Card.

NOTE: use the Network Configuration utility available on this disc to create a "Your Network Configuration File". You can also use the Network Access Disc that is included with your Network Adaptor (Ethernet) (for PlayStation®2) to create a "Your Network Configuration File" to play RATCHET & CLANK™ 3 online.

## LOCAL PLAY

Up to four players compete in split-screen battles on one console. Play Siege, Capture the Flag or Deathmatch.

# THE SINGLE PLAYER GAME SCREEN




Weapon tri-select
Weapon power meter
Current weapon
Ammo remaining
Max ammo

Quick select
Nanotech level meter
Bolt count
Nanotech level
Nanotech health level

NOTE: when the Weapon Power Meter fills up, your weapon will be upgraded.

## WEAPON TRI-SELECT

Your current weapon and the last two weapons used will be displayed in the Tri-Select menu. Switch between these three weapons by tapping the △ button.

## WEAPON/GADGET QUICK SELECT

Press and hold the △ button to display the Quick Select Menu. Press ↑, ↓, ← or → to select the weapon or gadget you want to use, then release the △ button to equip that item. To open the Quick Select II Menu, press and hold the R1 button (or the R2 button in Lock-Strafe or First Person Modes) while the Quick Select Menu is open.

## BOLT COUNT

The Bolt Count displays the number of bolts you currently have acquired. Use bolts to buy ammo and additional weapons.

## RADAR

The radar tracks enemy forces (red dots), friendly forces (blue dots) and mission objectives (green dots). The top of the scope points in the direction the camera is facing. In Single Player Mode, the radar scope only appears during Battlefield Missions.

# PLAYING THE GAME

## STAY HEALTHY WITH NANOTECH

Find Nanotech in specially designed crates. In Single Player mode, a Nanotech infusion partially restores full health. In Multiplayer (local or online) games, a Nanotech crate restores full health.

Nanotech uses Nanomites, micro-robots that heal damage inside living beings and robots too. The Nanotech level shows your ability to endure attacks and survive. Take a hit in combat and your Nanotech level drops. Run out of Nanotech and you are a goner. Watch the Nanotech Level Meter below the number. When the meter fills, your maximum Nanotech level increases. Find Nanotech in specially designed crates and break them open to regain partial health. Once Ratchet finds the item called Nano Pack – a device that lets him carry more Nanotech, he'll be able to see how much Nanotech it contains in a small meter next to his Nanotech Level Meter.

NOTE: during a Siege game, you can also restore lost Nanotech by standing on Nanotech Pads inside your base (if your base defences are active).

## YOUR MISSIONS

Each destination has one or more missions that you must complete. Select "Missions" on the Pause Menu to view the missions for your current location. You must complete some missions to access additional missions. Make return trips to planets and pick up any missed missions to win huge bolt rewards, vital gadgets or unlock special features.

# CLANK'S IN CONTROL!

Sometimes, the robot rules. When playing as Clank, you have the advantage of controlling Gadgebots – deadly little machines that do Clank's bidding. Once activated, they follow Clank's orders. Press and hold the △ button and select an order with the left analog stick. Release the △ button to give the order. You can command them to follow you, attack enemies or to enter Bot Ports in order to open force fields.

NOTE: when using the banana gun, press the ○ button or the R1 button to fire a banana. Bananas can be useful for leading hungry monkeys...

## BUY IT WITH BOLTS

In Ratchet's universe, bolts are cash. Collect as many as you can and use them to buy cool Gadgetron products. Smash enemies or objects to collect even more bolts. Win huge bolt prizes during battlefield and arena challenges. Press the L3 button or the △ button to view your bolt total at the top right of the screen.

## TITANIUM BOLTS

These are the most valuable bolts of all! Use Titanium Bolts to purchase additional skins for Ratchet in the Single Player Mode. When you are ready to shop for skins, select "Specials" on the Pause Menu and select "Skins".

### CRATES

Smash crates open to get what's inside. Crack open genuine Gadgetron ammo crates for free ammunition samples. Explosive crates have short timers that count down before exploding, but they contain bolts too. Jackpot crates give you a temporary experience boost and double your bolt count for a short time. Inferno crates strengthen your armour and your Omniwrench attacks.

### AMMO CANISTERS

Grab these to reload ammo for a specific weapon. Find ammo canisters inside Gadgetron ammo crates.

### CONTINUE POINTS

Continue points mark your progress through the game. End up face down in the galactic dirt and you continue the game from the last Continue Point you reached.

### WEAPON VENDORS

Press the △ button to activate a vendor. Press ← or → to select an item from our fine inventory of highly destructive products. Press the ⊗ button when prompted to confirm the sale of a new weapon. Our "Max Out Ammo for All Weapons" service makes checkout a breeze. So when you need to stock up on ammo fast, just open the vendor and press the ⊗ button to load up. If you decide to "max out" after shopping for weapons, just ensure that the Max Ammo icon is selected.

## USING WEAPONS

### AUTO-TARGETING

Some weapons, such as the N60 Storm, have an auto-targeting feature where the targeting reticle selects the best target when in Third Person Mode. Fire your weapon and you are virtually guaranteed a hit.

Disclaimer: Gadgetron does not guarantee its auto-targeting feature for nervous or jumpy targets.

### MANUAL AIMING

For precise manual targeting, press and hold the L1 button and use the left analog stick to aim the weapon. When the reticle turns red, you have accurate aim on the target.

NOTE: when in First Person or Lock-Strafe Modes, press and hold the L2 button to aim manually.

# THE QUICK SELECT SYSTEM

When you gotta hit 'em where it hurts, your Quick Select System delivers by getting your trigger-happy fingers around that favourite weapon or gadget fast! As you pick up new weapons, they will be displayed in the Quick Select Menu and it can store a total of 16 weapons or gadgets on two different Quick Select wheels.

## CUSTOMISE IT (SINGLE PLAYER ONLY)

To customise your Quick Select system:

1. Press the START button and open the Quick Select configuration screen from the Pause Menu. The Quick Selector itself appears at the right side of the screen. Available weapons are on the left and available Gadgets are on the bottom.
2. Press the L1 or R1 buttons to highlight one of the eight slots on the Quick Selector where you want to place a weapon or gadget.
3. Press ↑, ↓, ← or → to highlight the weapon or gadget you want to put in that slot and press the ⊗ button to place it.
4. Repeat for each slot you want to fill.
5. Press the ▣ button to toggle between the Quick Select and Quick Select II, so you can assign up to 16 weapons and gadgets between them.

NOTE: you can also add camera modes to the Quick Select menu so that you can quickly switch between First Person and Lock-Strafe, for example.

## USE QUICK SELECT IN BATTLE

Press and hold the △ button to display Quick Select. Press ↑, ↓, ← or → to select a slot containing the weapon or gadget you want to use, then release the △ button to equip that item and get ready to blast away! Some special weapons and gadgets stay in effect even after you "Quick Select" a different weapon.

## THE WEAPONS SCREEN

Press the START button to open the Weapons Screen from the Pause Menu. Press ↑, ↓, ← or → to highlight the weapon. Press the ⊗ button to select the highlighted weapon for battle, then press the START button to return to the action.

### AMMO

Displays the number of shots remaining and the weapon's maximum number of shots.

### LV

Displays the upgrade level of the weapon.

### POWER

Displays the damage potential of the weapon.

### NEXT

Displays the amount of experience that the weapon has, and how much more is needed to upgrade it to the next level.

## STRAFING WITH WEAPONS (THIRD PERSON MODE ONLY)

Use strafe controls to keep facing the enemy during a firefight or attack. This battle tactic will save your furry hide in many situations, so learn it fast and use it often: while running, press and hold the L2 or R2 button, then fire your weapon.

## WEAPON UPGRADES

Gadgetron weapons grow with you. Power upgrades are different depending on whether you are in Single Player or Online games.

## SINGLE PLAYER UPGRADES

Each weapon is capable of four upgrades. Check the Weapon Power Meter under the weapon icon on the game screen. Upgrades for each new version include increased firepower, more ammo or enhanced functionality. A final monster upgrade changes the weapon name while boosting its power to a lethal maximum.

## MULTIPLAYER UPGRADES

After three kills, your weapon will upgrade. Upgrades include increased firepower, higher firing rate, more ammo and larger damage radius. Upgraded weapons display a blue icon in the Quick Select. Defeat an online player who is holding an upgraded weapon and take that weapon by grabbing their weapon pack.

# THE WEAPONS

Check out these highlights from our Gadgetron Catalogue just to kick-start your military mind. We supply the finest weaponry for any engagement from a simple firefight to outright intergalactic obliteration. And the more you use your Gadgetron weapon, the more powerful it gets. What value! Some weapons are only available for Single Player or Multiplayer. User assumes all risks. Some weapons may only make large targets real mad.

NOTE: controls vary depending on Camera/Button Control mode.

### Omniwrench (Single Player and Multiplayer)

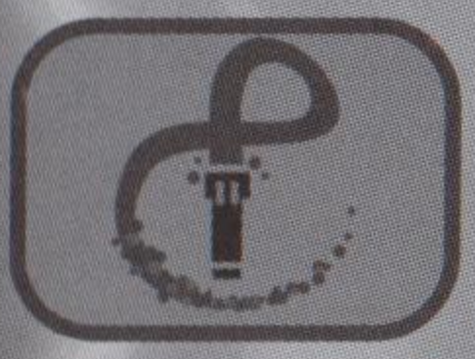
It's a tool! It's a weapon! You can never lose it no matter what happens. And it's magnetized to make those profitable bolt suck-up jobs a cinch.

### Shock Blaster (Single Player and Multiplayer)

Gadgetron lifted the designs for the Megacorp Blitz Gun and gave it the kind of punch needed to clear a room full of Tyhrranoids. This is close-range shotgun devastation at its best but damage decreases with distance. Once upgraded, charge up a more powerful attack by holding the ◉ button (Single Player only).

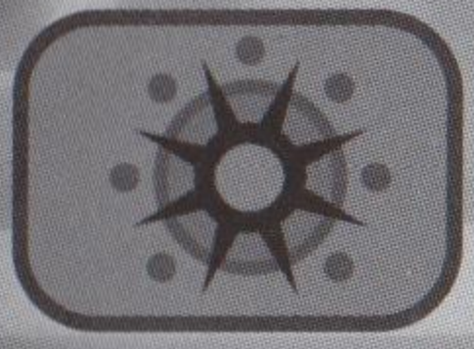
### Nitro Launcher (Single Player)

Deliver 360 degrees of mini-nuclear devastation. Release the destructive orb and it explodes on impact.



### Plasma Whip (Single Player)

When they need a whippin' just keep on flippin' with the all-new Plasma Whip. The Plasma Whip has the same control mechanics as the Omniwrench for ease of use.



### Spitting Hydra (Single Player)

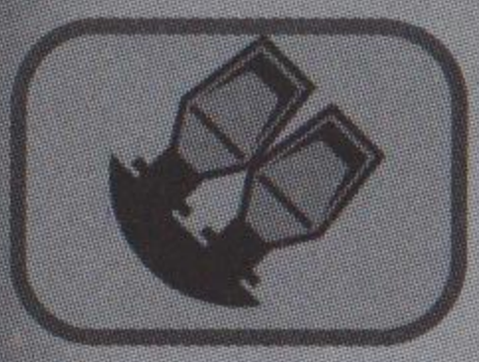
Blast multiple targets with enough electricity to power the Twin Cities of Ibehre. Press and hold the ◉ button to lock onto targets in front of Ratchet, then release the ◉ button to blast all targeted enemies.

### Agents of Doom (Single Player)

Lonely? Deploy these mini robots onto the battlefield and they will run around spreading explosive misery. Use them once and you will see why the little doomster dudes are one of our most popular products. You will love their company.

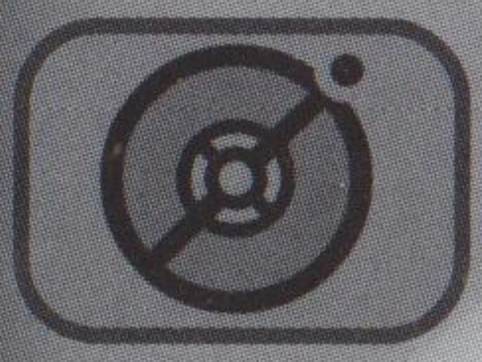
### INFECTOR (SINGLE PLAYER)

New from the Brain Laundry division of Gadgetron! Shoot a ball of goo into a group of enemies, causing them to turn on each other. When they run out of friends to attack, they will attack themselves for extra convenience.



### N60 STORM (SINGLE PLAYER AND MULTIPLAYER)

Gadgetron designed the N60 to deliver pounding long-range punishment. Featuring superb auto-targeting and manual sighting, it makes warfare fun! One firefight with this baby and you'll forget about that old Megacorp Lancer from your Commando days.



### FLUX RIFLE (SINGLE PLAYER AND MULTIPLAYER)

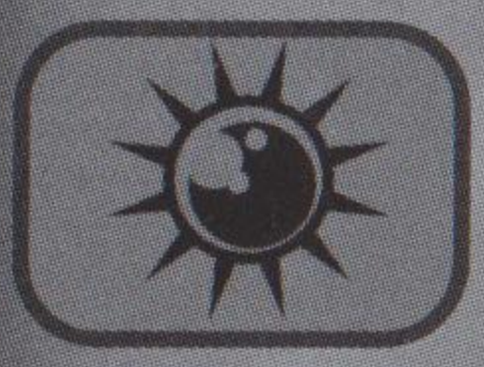
When you want to nail a long-range target, fire the Flux. Press and hold the L1 button to open the sniper scope and press the ◉ button to fire. Press the R1 button to zoom in on a target and press the R2 button to zoom out.

### LAVA GUN (SINGLE PLAYER AND MULTIPLAYER)

Go like totally volcanic and hose 'em all down with a high-pressure lava stream. Hot stuff!

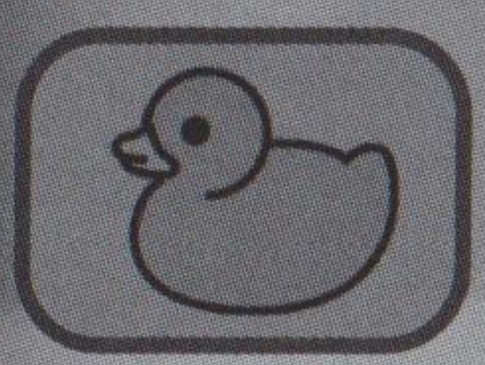
### MINI-ROCKET TUBE (MULTIPLAYER ONLY)

Give 'em the tube! This auto-tracking rocket launcher is ideal for long range attack and can also be used at point blank range.



### MINE GLOVE (MULTIPLAYER ONLY)

Launch mini-homing mines that will seek and attack any enemy player or vehicle that gets too close. These nasty little bombs attack turrets and any vehicle within range. Mines are colour-coded so you can tell which team deployed them. Mines can be shot and destroyed at any time.



### QUACK-O-RAY (SINGLE PLAYER)/MORPH-O-RAY (MULTIPLAYER)

From killer to quacker at the press of a button. This weapon turns the enemy into a duck! It's zero maintenance, billed to last and never needs ammo. And when in duck-land do as a duck by pressing the ⊗ button to flap your wings and pressing the ◉ button to quack like a mallard!

The Multiplayer Mode version of this weapon includes sheepinating power, and once zapped, enemies remain "sheepified" for about 10 seconds. And if "ewe" become a sheep, then "ewe" must act like one!!! Press the left analog stick to move about and press the ⊗ button to jump. Press the ■ button to graze and press the ◉ button to baaaa!

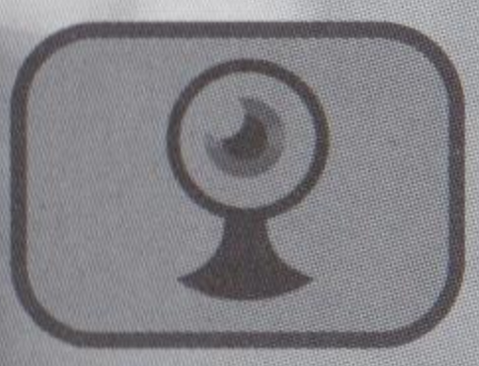
# THE GADGETS

They don't call us Gadgetron for nothing (well actually they call us a power-hungry monopoly bent on galactic domination, but that's another matter). We made our name by inventing the best gizmos in the galaxy! Take a look at a selection of our fine products.

### Hypershot

If you loved the Dynamo and couldn't live without the Swingshot, get 'em both with the Hypershot! Fire a Hypershot cable at one of those green hovering Hypershot targets you see floating around and you'll be swinging like a space monkey. To use the Hypershot, simply jump in the direction of the target while pressing the ◉ button to deploy your energy cable. Keep the ◉ button pressed until you want to let go of the target. The Hypershot auto-equips when you jump towards a swing target. Just press and hold the ◉ button while jumping towards a swing target and you will automatically connect to it. Press the ◉ button when near a target-equipped platform to activate it temporarily.

NOTE: the Swingshot can be equipped manually.



### Tyhrraguise

Pass yourself off as a Tyhrranoid with this disguise and some fast talking. Watch out because a Tyhrranoid greeting isn't much different from an insult. To talk with one of these ugly creatures, match the icons that will be displayed on-screen with a corresponding button press, but get it wrong and you'll probably say something insulting. Crack wise about his sister and you may end up as toast!

### Gravity Boots

Walk on metal surfaces or battle it out on the ceiling! The Gravity Boots will activate automatically whenever you step onto a metallic grey, magnetised surface. Only available to humanoid bipeds or swamp-dwelling scuttlebacks from Hearnsville Barryopolis.

### Charge Boots

A favourite with the folks from Upper Zakuani, simply double-tap the R1 button (R2 button while in First Person or Lock-Strafe modes) to cruise over the ground at lightning speed.

# THE GADGETS SCREEN

Press the START button and open the Gadgets Screen from the Pause Menu. Press ⬆, ⬇, ⬅ or ➡ to highlight a gadget. To select the highlighted gadget, press the ⊗ button and then press the START button to return to the action.

## IMPORTANT ITEMS

Items are special tools that are vital to your missions. Once you acquire items, they will automatically function as and when needed. To view all of your items, press the START button and select "Items" from the Pause Menu. Below are a couple of examples of the items you will find.

### HACKER

Crack codes, bust through firewalls and outsmart security systems. Use the left analog stick to rotate the Hacker and press the L1 button or the R1 button to rotate the Hacker through 180 degrees. Press the ⊗ button to fire the cannon and destroy red sparks. Press the ▣ button to operate the tractor beam and absorb green sparks. Blue shields are indestructible, but harmless, and they protect the green and red sparks behind them.

### NANO PACK

The Nano Pack is like a spare battery for Ratchet's Nanotech. Any extra Nanotech that Ratchet picks up when he is already at maximum is stored in the Nano Pack. When Ratchet is critically low on Nanotech, the Nano Pack automatically releases its stored Nanotech to heal Ratchet.

## THE SINGLE PLAYER MAPS

### The Galactic Map

To get a galaxy-sized view and travel from planet to planet use the Galactic Map. Walk up to your ship and press the △ button. Press ⬆ or ⬇ to select a destination and press the ⊗ button to blast off. Press the ▣ button to view missions. The amount of Titanium bolts present at the destination will be displayed in the lower right corner of the screen.

### The World Map

Press the SELECT button or the R3 button to display the World Map. Press the left analog stick to scan the map. Press the right analog stick ⬆/⬇ to zoom in and out. The arrow signifies your current position and the grey areas are yet to be explored. The star shows your ship's position.

### TROPHY ROOM

Recognition of your valiant acts will be displayed in the Trophy Room as a permanent reminder to the masses of your intergalactic heroism. To display the trophy viewer, press the △ button anywhere in the Trophy Room. Press the L1 or R1 button to move between the trophies. Press the left analog stick to rotate the trophy and the right analog stick to zoom in for a close-up.

### UR DECK

Train with new weapons in combat simulations or practice with new gadgets here. You can also fight simulated arena battle challenges. Battle is profitable too, with a small reward for beating the practice dummies in combat.

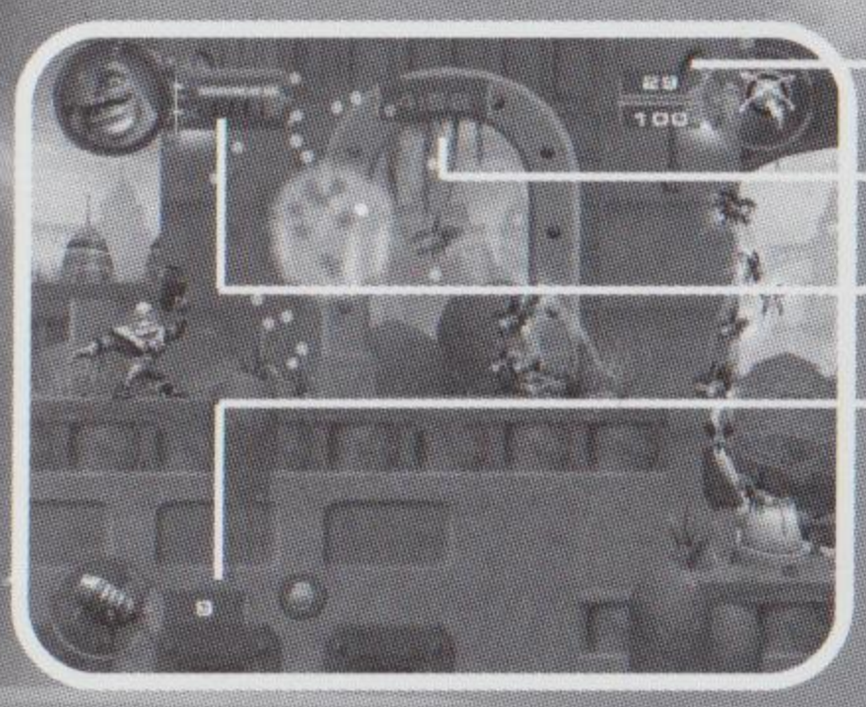
### GADGETRON ARMOUR VENDOR

Buy the latest in Gadgetron armour here. Tough armour helps you conserve Nanotech during battles, and nothing stops a blaster attack like Gadgetron armour. Armour is rated by the percentage of damage it reduces. You will be notified when upgraded armour is on sale.

### LOUNGE AND VG-9000 VIDEO GAME SYSTEM

Want a chance to play classic side-scrolling Vid-comics on the most awesome game system in the galaxy? You can, BUT you have to find the Vid-comics somewhere in the galaxy first. They star the legendary Captain Qwark. Sure, he's a couple of planets short of a solar system, but Qwark may hold the key to ending this Nefarious plot. Win these games to reveal information that could save the universe from robotic domination!

## VID-COMIC GAMEPLAY




Armed with massive fists and his trusty blaster, Captain Qwark eradicates anything that gets in his way. Take Captain Qwark through perilous battles to discover the secret history between him and the mysterious Dr. Nefarious. Pick up all the tokens in each game to earn a super-secret prize! Press ⬅/➡ to move Captain Qwark and press the ✕ button to jump. Press the ■ button to punch and press the R1 button to duck. Press the left analog stick and press and hold the R1 button simultaneously to aim your weapon and press the ● button to fire. You don't have to be crouching to fire.

# THE PAUSE MENU

Press the START button during gameplay to display the Pause Menu. Press the left analog stick to highlight menu items and press the ⊗ button to make selections or toggle settings. Press the △ button or START button to return to the action.

## MISSIONS

View the required missions by location. Press the left analog stick ↑ or ↓ to view details for each mission. The "Mission Completed" notice will be displayed when you accomplish the task.

## WEAPONS

Select any weapon you have on this screen. When you return to play, Ratchet will be holding the selected weapon.

## GADGETS

Select any gadget you have on this screen. When you return to play, Ratchet will be equipped with the selected gadget.

## QUICK SELECT

Set up your Quick Select for fast selection of weapons or gadgets.

## ITEMS

Press ↑, ↓, ← or → to check details on each item and check out the status of rare collectibles that Ratchet and Clank discover during their journey.

# OPTIONS

## SAVE

Save game data to Memory Card.

## LOAD

Load saved game data and play from the beginning of the next level.

## CONTROLS/CAMERA

### CURRENT CAMERA MODE
Choose either Third Person, First Person or Lock-Strafe Mode.

NOTE: changing the Camera Mode settings will automatically adjust the controls for each game mode except for when playing as Clank. All camera control options are saved separately for each mode.

#### UP/DOWN MOVEMENT
Select "Normal" and the Up/Down camera movement will match the direction in which the left analog stick is pressed.

#### LEFT/RIGHT MOVEMENT
Select "Normal" and the Left/Right camera movement will match the direction in which the right analog stick moves.

#### ROTATION SPEED
Set the rotation speed of the camera.

### VIBRATION
Turn the vibration function of the Analog Controller (DUALSHOCK®2) either on or off.

## AUDIO/VISUAL

### SOUND EFFECT VOLUME
Set the volume of the sound effects.

### MUSIC VOLUME
Set the volume of the in-game music.

### 16:9 (WIDESCREEN)
Choose either ON or OFF depending on the type of television you have.

### SUBTITLES
Turn the in-game subtitles either ON or OFF.

### HELP DESK TEXT
Choose either on or off.

### HELP DESK VOICE
Choose either on or off.

## HELP

#### HELP LOG
Review all of your help desk messages here.

#### CONTROLS
Display a control screen to view your current controls.

#### MOVES
View Ratchet's moves and how to use them.

## SPECIAL

### CHEATS
Activate any accessible cheats here. Acquire skill points to unlock cheats.

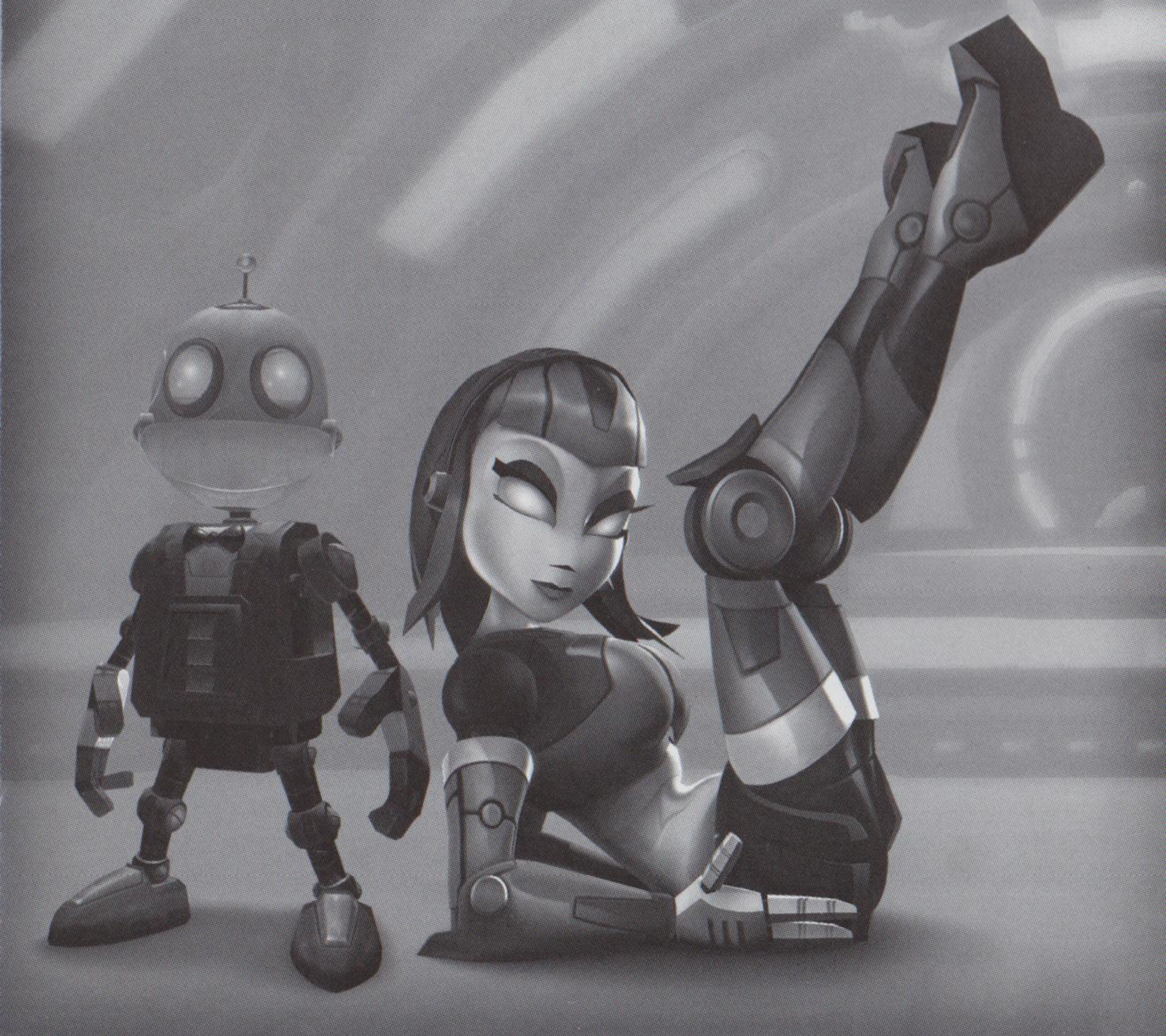
### SKINS
Use Titanium Bolts to purchase new skins for Ratchet.

### SKILL POINTS
View the status of your skill points here. Skill points are granted for completing certain interesting, tricky or insane tasks.

### CINEMATICS
Watch reruns of movies that you have previously viewed.

## QUIT GAME

Log off and return to the Main Menu.



# STARTING THE ONLINE GAME

NOTE: before playing online, a Ratchet & Clank™ 3 save file must be saved to your Memory Card.

On the Main Menu, select "Multiplayer" and then select "Online Play". Select a "Your Network Configuration File", or press the ● button to create a "Your Network Configuration File".

NOTE: in order to play Ratchet & Clank™ 3 online, you must first set up an account using the Network Access Disc - follow the onscreen instructions and refer to the Network Access Disc manual for further information. Once an account has been created, you will be ready to play online. Just enter your Central Station Handle (Name) and Password when prompted during the login process.

## CREATE A PROFILE FOR ONLINE PLAY AND LOGIN

If this is your first time online, you need to create a profile. The profile name will be your online name and must match your Central Station Handle. This will be the name others see and use when adding you to buddy lists or viewing your net presence on other screens. The next time you login, you will only need to select a profile from the Profile Screen and select "Login".

1. Select "Create New Profile".

### USERNAME
Enter your Central Station Handle here. It will be the name others use when adding you to buddy lists or viewing your net presence on other screens.

### PASSWORD
Enter your Central Station password here.

### SAVE PASSWORD
Highlight "Save Password" and select "Yes" to save your password. Once saved to Memory Card, you will not be required to enter the password again during login.

### MAP ACCESS
Press the R3 button or the SELECT button to access the Map.

### HELP MESSAGES
Turn in-game help messages ON/OFF.

### SKIN
Select a default skin to use for all Multiplayer games.

### MUSIC VOLUME
Set the volume for music in Multiplayer games.

## CONTROLS/CAMERA

### CONTROL TYPE
Select either "Lock-Strafe", "Third Person" or "First Person".

### UP/DOWN MOVEMENT
Select "Normal" or "Reversed".

### LEFT/RIGHT MOVEMENT
Select "Normal" or "Reversed".

### CAMERA ROTATION SPEED
Adjust the slider bar to set your camera rotation speed.

### VIBRATION
Turn the vibration function of your Analog Controller (DUALSHOCK®2) on or off.

## SERVER
Choose your geographically nearest game server.

2. When you finish making entries, press the ◉ button to add the new profile to the Profiles Screen. Press the ◉ button again to save your profile to Memory Card.

3. Select your profile and press the ◉ button to login to RATCHET AND CLANK™ 3 Online. If this is the first time you have logged in, a popup window will appear and prompt you to create an online account.

NOTE: your username must be unique. If the same username is found to already exist you must select a new user name.

## DELETE A PROFILE
Select the profile you would like to delete and press the ⊗ button. A small popup window will be displayed. Select "Delete Profile". If an online account exists that matches your profile name, you will be prompted to delete the account.

## EDIT AN EXISTING PROFILE
Select the profile you would like to edit and press the ⊗ button. A small popup window will be displayed. Select "Edit Profile".

## ANNOUNCEMENTS SCREEN
View announcements from the server here. If you are a member of a clan, you will also be able to see any clan announcements here as well. Press the ⊗ button to proceed and the △ button to return to the previous screen.

# THE ONLINE PLAY MENU

Start, find or create games, manage clans and connect with other players. You can play games with up to seven other players.

## CITY SELECT

When you first login to the Online Lobby you will be prompted to select a city. From inside a city, you can create, join and find games, transmit chat messages to other members and even change your current city.

## BUDDIES ONLINE

View the status of any of your buddies that are currently online. You can select a buddy from this list and press the ⊗ button to join their game or current location or send a private message to them.

## QUICK PLAY

Choose either "Any", "Siege", "Capture The Flag" or "Deathmatch" to be automatically placed in a game based on ranking and skill level.

## CREATE GAME

### GAME
Name your game as it will appear to others. Your username will be used by default if you do not create a name.

### MAP
Select the arena map that you want the battle to take place in.

### TYPE
Select one of three game styles: "Siege", "Capture the Flag" or "Deathmatch".

### PLAYERS
Select the amount of players that will participate in the online carnage.

### BUDDY SLOTS
Reserve player slots for your buddies only.

### CLAN SLOTS
Reserve player slots for your clan members only.

### LOCAL PLAYERS
Set the number of players connected to your console who will do battle in your online game.

### TIMED
Select a time limit for your game.

### USE PASSWORD
Set a password that players must use to enter your game.

### WEAPONS
Create your own selection of weapons.

### BUDDIES
Select "Add Buddy" to enter the name of your buddy and add them to your buddy list. To remove a buddy, highlight a name and press the ■ button. Select "Recent Players" to display a list of players you have met in the game. Select "Ignored Players" to prevent a player from sending you a message or joining your team.

### CLANS
To create a clan, press the ◉ button, enter the name of the clan and select "Done" or press the ◉ button. If you have been invited into a clan, the invitation will be displayed under "Invites". Select the invitation and accept or reject it.

### THE STAGING SCREEN
Select your name in the staging list and press the ⊗ button to display a popup window for selecting your team colour and skin. The Staging Screen displays the current skill level and headset status of all players. If you have joined a game that someone else created, you can see the options for that game by selecting "Advanced options" and pressing the ⊗ button. The game creator can kick players out or request a team change, by selecting a player from the list, pressing the ⊗ button to confirm and then selecting the option from the popup window.

### VOICE CHAT
To voice chat with all other staging area players, speak into your USB Headset (for PlayStation®2). The headset icon will flash when a player speaks into the headset.

### INVITING PLAYERS
Any player can invite other players into a game. Simply select online players from your buddy list or clan member list, then select "Send Invitation" to see if they want to join your game.

### ANNOUNCE YOU ARE READY AND START PLAY
Press the ◉ button to get ready for the game. The game starts when the game host decides to start play.

## PLAYING THE MULTIPLAYER GAMES

NOTE: these rules apply to both Online and Local Multiplayer Modes.

### DEATH MATCH
The last creature standing wins. Select from eight different team colours and a variety of skins. Take out the other guys before they nail you. Play Deathmatch in either "Free for All" or "Team" Modes with a wide assortment of game options.

# CAPTURE THE FLAG

### NORMAL MODE

You must have possession of your own flag in order to score a Cap.

### CHAOS MODE

Score a Cap regardless of whether your flag is at your base. The flag for each team stands at the transporter in front of its base. Capture the flag by running up on top of the enemy transporter. Capture your opponent's flag and return it to your base to score a Cap.

# SIEGE MODE

It's red against blue. Attack and overrun the enemy base while defeating opponents to prevent them from capturing your base.

### NORMAL SIEGE

Base defences and node turret damage, health and accuracy is always equal for both teams. No matter how many nodes you own.

### ATTRITION SIEGE

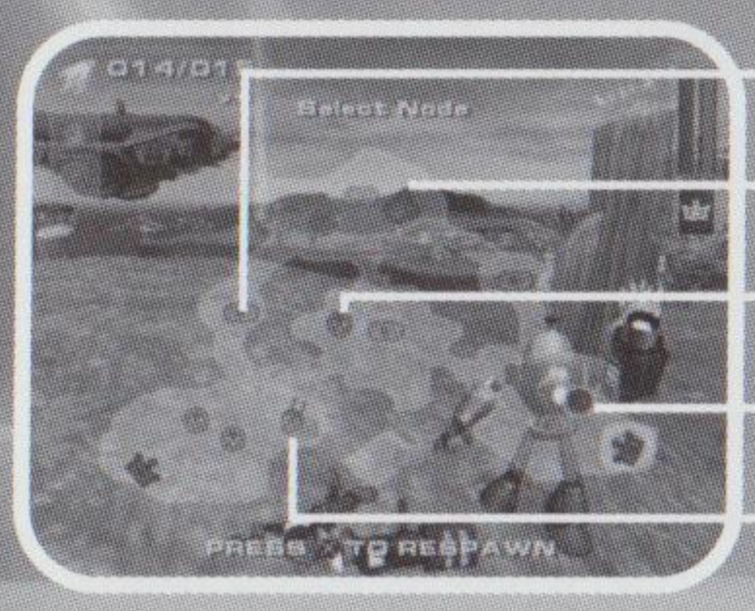
Capturing nodes increases the amount of damage, health and accuracy of the base defence turrets and all nodes that you own.

## WINNING A SIEGE

Destroy the large Gatling turrets defending the base. Gatling turrets must be attacked while they are activated. A deactivated Gatling turret has a protective shield around it in your team's colour to show that it cannot be damaged. Stand on the base teleport pad and press the △ button to enter the base. Destroy its Power Core to secure victory.

### RESPAWNING AND THE MULTIPLAYER MAP

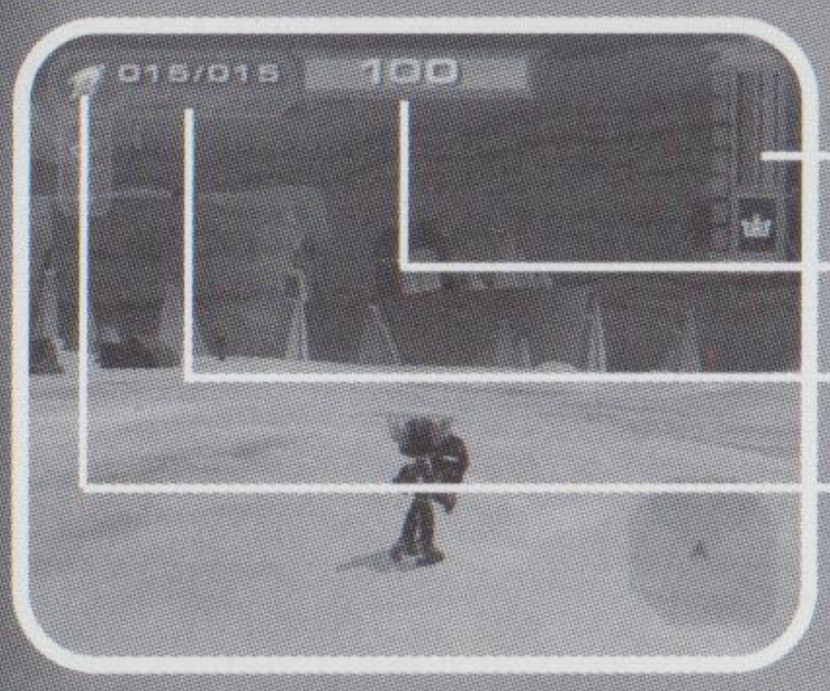
Press the SELECT button or the R3 button to toggle the Map on or off.




When you get killed in battle you can quickly respawn and get back into the game. As soon as your character falls, the Map will be displayed allowing you to choose a respawn point. Press ↑, ↓, ← or → to select one of the available respawn points and press the ✕ button to get back into the action. You might have lost your weapons to the enemy, but you are back to fight again.

An arrow icon in a green square marks your position and shows the direction in which players are facing. Base icons, vehicle icons and turret icons are colour-coded in red and blue. Node icons are colour-coded in red or blue with orange designating neutral nodes.

# THE ONLINE GAME SCREEN




Press the △ button to display your Nanotech number. Your Nanotech level is displayed at the top of the screen. Each time you take a hit in combat, your Nanotech level will decrease. Replace lost Nanotech by finding Nanotech crates or standing on Nanotech Pads inside your base as long as your base defences are operational.

### BASE HEALTH METER

Look on the upper right of the screen to view the Health Meter for both red and blue bases. When a base takes damage from attack, the Health bar flashes. A base is defeated when its Health Meter runs out of colour. The small squares on the left side represent all the nodes on the map and which team controls them.

### WEAPONS AND AMMO

View weapon and ammo status on the upper left corner of the screen. The icon for your currently equipped weapon is on top and the last two used are below. Tap the △ button to quickly cycle through these three weapons. If a weapon runs out of ammo, it is removed from the list to prevent you from arming yourself with an empty weapon in the heat of battle. Below the ammo count is the Weapon Power Meter. It takes three kills to upgrade a weapon. Upgrades include increased damage potential, faster firing rates, more ammo and larger damage radius depending on the weapon.

### THE RADAR

Use the radar to find both friend and foe. Players detected by the radar are either red or blue.

## BASE DEFENCES

### GATLING TURRETS

These huge guns are the primary defence common to all bases. If they are destroyed, the Nanotech and Ammo recharge pads inside your base deactivate. The Gatling turrets on the enemy base must be destroyed before you can teleport to their base interior. A team-coloured shield is activated around all Gatling turrets. The shield blocks all incoming fire until a player comes into its range.

### AUTO TURRETS

These are small turrets that pop out of the ground whenever an enemy comes within firing range. Auto turrets protect both bases and nodes. These turrets are

always linked to the node or base that they protect. When control of a node passes from one team to another, its Auto turrets respawn in the colour of the controlling team and attack opposing enemies that come into range.

### VULCAN TURRETS

Vulcan turrets are designed to stop any vehicle on the ground or in the air instantly.

### BALLBOT GENERATORS

Ballbot generators defend some bases. They release tracking bombs that explode on contact with opposition forces. Ballbots can be shot before they reach you and explode. Destroy the Ballbot generator to stop new Ballbots from being generated.

### SHOCK BOT GENERATORS

Shock Bot generators defend some bases. These hovering generators produce Shock Bots that attack invading enemy forces with a powerful shock. Destroy the Shock Bot generator to stop the Shock Bots from being generated.

### NODES

Throughout the war zone are bolt and crank devices called "nodes". At the start of each battle, they are neutral and will attack both sides. But they can be captured and fall under the control of either red or blue forces. Win control of nodes to aid in your campaign to invade the enemy base. To win a node, destroy its defences. Then walk up to the bolt crank at the base of the node and press the ● button to place your Omniwrench on the bolt crank. Use the left analog stick to turn the bolt crank until it changes to your team's colour.

### PADS

Coloured pads with several useful functions are scattered throughout the battle zone.

Step on a Weapon Reload Pad to reload all weapons. Step on a Nanotech Health Pad to return your Nanotech health to maximum. Step onto the Entry/Exit Pads and press the ▲ button to enter or exit base interiors. Stand on Jump Pads and press the ✕ button to get a huge altitude boost for reaching high places.

## USING WEAPONS ONLINE

Find weapons in crates. Crates are labelled with an icon so you can see what weapon is inside. Crack open the crate with your Omniwrench, shoot it or run over it with a Turbo Slider or Charge Boots.

## CAPTURING WEAPON PACKS

Whenever you perish during battle, a weapon pack will appear where you fell, containing all of the weapons you held before being defeated. An enemy can grab your weapon pack after you perish and reap the spoils including upgraded weapons.

NOTE: the Charge Boots are not included in the Weapon Pack.

## USING VEHICLES

One or two players can jump in a vehicle and unleash battlefield destruction. But look out for Vulcan Turrets as they are designed to attack any vehicle with extreme accuracy and firepower.

### TURBOSLIDER
Use this all-terrain vehicle for land attacks. The TurboSlider features a machine gun turret and great acceleration. Rear wheel turning and bear claw tyres keep it glued to the ground through the tightest turns.

### HOVERSHIP
Deliver devastating aerial bombardment and rocket attacks or battle other hoverships in mid-air duels.

## CO-OP VEHICLE CONTROL
All vehicles can be operated by two team mates simultaneously to gain access to a vehicle's more devastating potential. The first team mate to enter the vehicle will take on the role of driver or pilot, and the second team mate will act as a gunner or bomber.

WARNING: if your vehicle gets blown up with you inside, you won't get out alive, so for a well-timed escape, press the △ button when your vehicle begins to smoke.

## DRONES
Drones are small hovering attack robots that operate in a four-unit squad. Take them on combat missions or place them to defend strategically important areas. To activate a team of Drones, stand next to them and press the △ button and they will follow you and provide cover fire. To position Drones for guard duty, press the R2 button and the △ button to display the Gadget Quick Select. Select "Set To Defend" and the Drones will remain in position as sentries to attack intruders.

### VOICE COMMUNICATION AND THE ONLINE HEADSET
Use the USB Headset (for PlayStation®2) or SOCOM Headset for voice communication with other players. Chat with fellow players, taunt your opponents or coordinate battle plans with your team mates. During play you can only communicate with your team mates. Enemy players will be unable to hear you. All players from both teams can hear your transmissions on any staging or results screen.

### ONLINE TEXT CHAT
Select "Send Chat Message" to open up the Virtual Keyboard and enter your message. Select "Done" or press the ◉ button when your message is composed to transmit it.

### PLAY AGAIN
Following a game, the option "Play Again" will be displayed at the bottom of the screen. When the host selects this option, the Create Game screen will be displayed. The other users in the game will then be informed on-screen that they can join the newly created game by pressing the ▣ button.

NOTE: in multiplayer online split-screen games, when one player exits the game the other player will also leave.

### LOCAL MULTIPLAYER
Two to four players can compete in split-screen showdowns on the same TV. For three or four player games, a Multitap must be inserted into controller port 1. Local Multiplayer Mode gameplay is the same as Online.

# CREDITS

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Music Composed and Performed by David Bergeaud

Additional music by Niels Bye Nielsen

## VOICE ACTORS

James Arnold Taylor as Ratchet Maximillian Nature Channel Narrator Announcer Game Show Announcer SuperFast Narrator

David Kaye as Clank Blondie

Jim Ward as Captain Qwark Tyhrranoid Host Scorpio Skrunch

Armin Shimerman as Dr. Nefarious

Leslie Carrara-Rudolph as Commander Sasha

Sylvia Aimerito as Darla Gratch Computer PA Voice

Chris Hatfield as Big Al of Al's Roboshack Soap Actor Lance/Englebert Director Trooper 3

Neil Flynn as The Waterworker Skidd McMarxx Taxi Driver Gary

Mona Marshall as Helga Helen

Fred Tatasciore as Joe

Lindsay Schnebley as The President

James Horan as Slim Cognito

Michael Bell as Lawrence Comic Narrator Trooper 1 Trooper 2

Melissa Disney as Courtney Gears Soap Actress

Dialogue Recording and Additional Cinematic Sound Production provided by Technicolor Sound Services New Media

Speech compression and decompression technology are licensed from Nellymoser, Inc.

USB Headset Audio Driver Provided by Logitech

The Ratchet and Clank 3 static geometry renderer was developed using proprietary techniques and code created by Naughty Dog, Inc.

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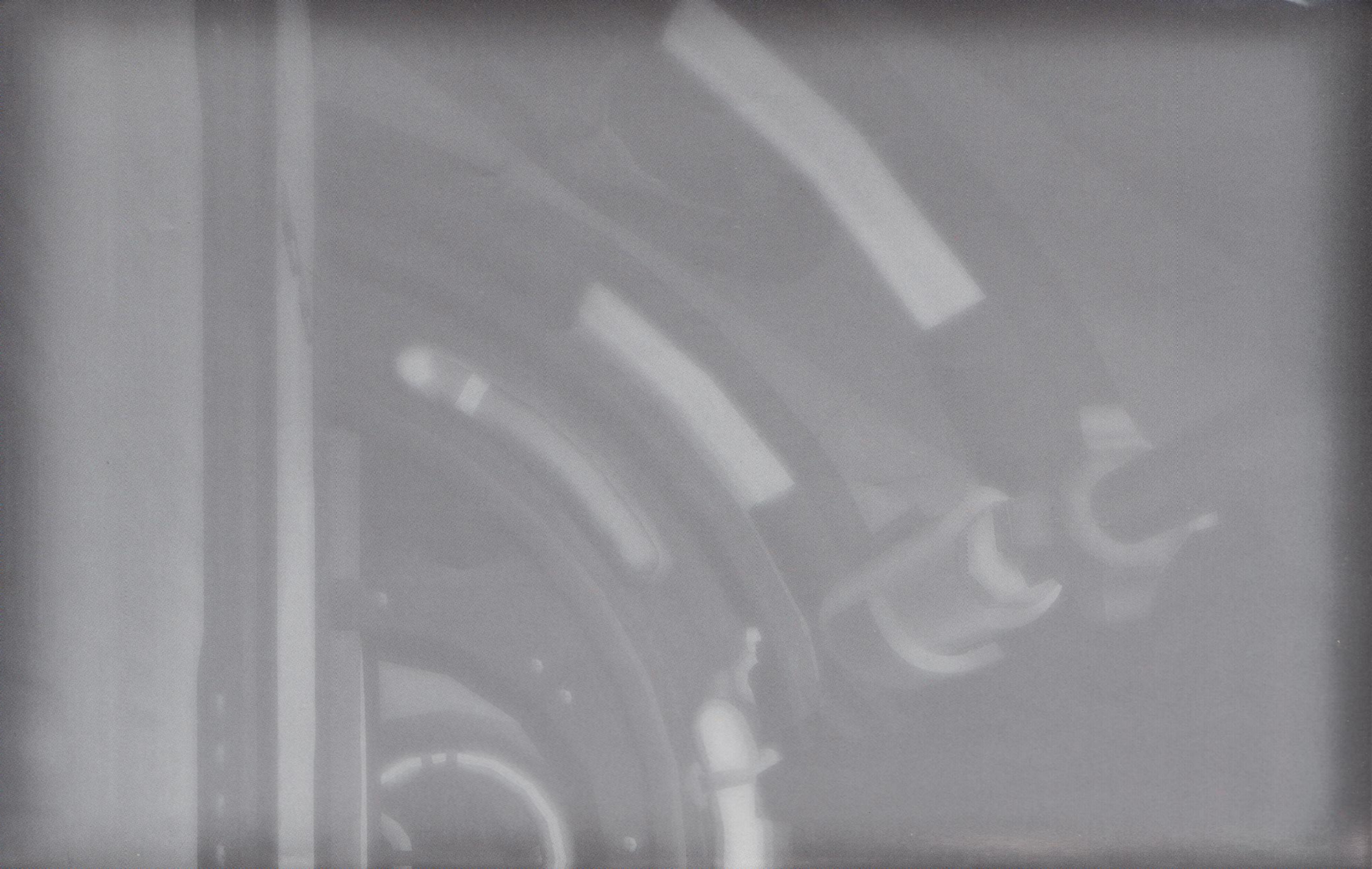

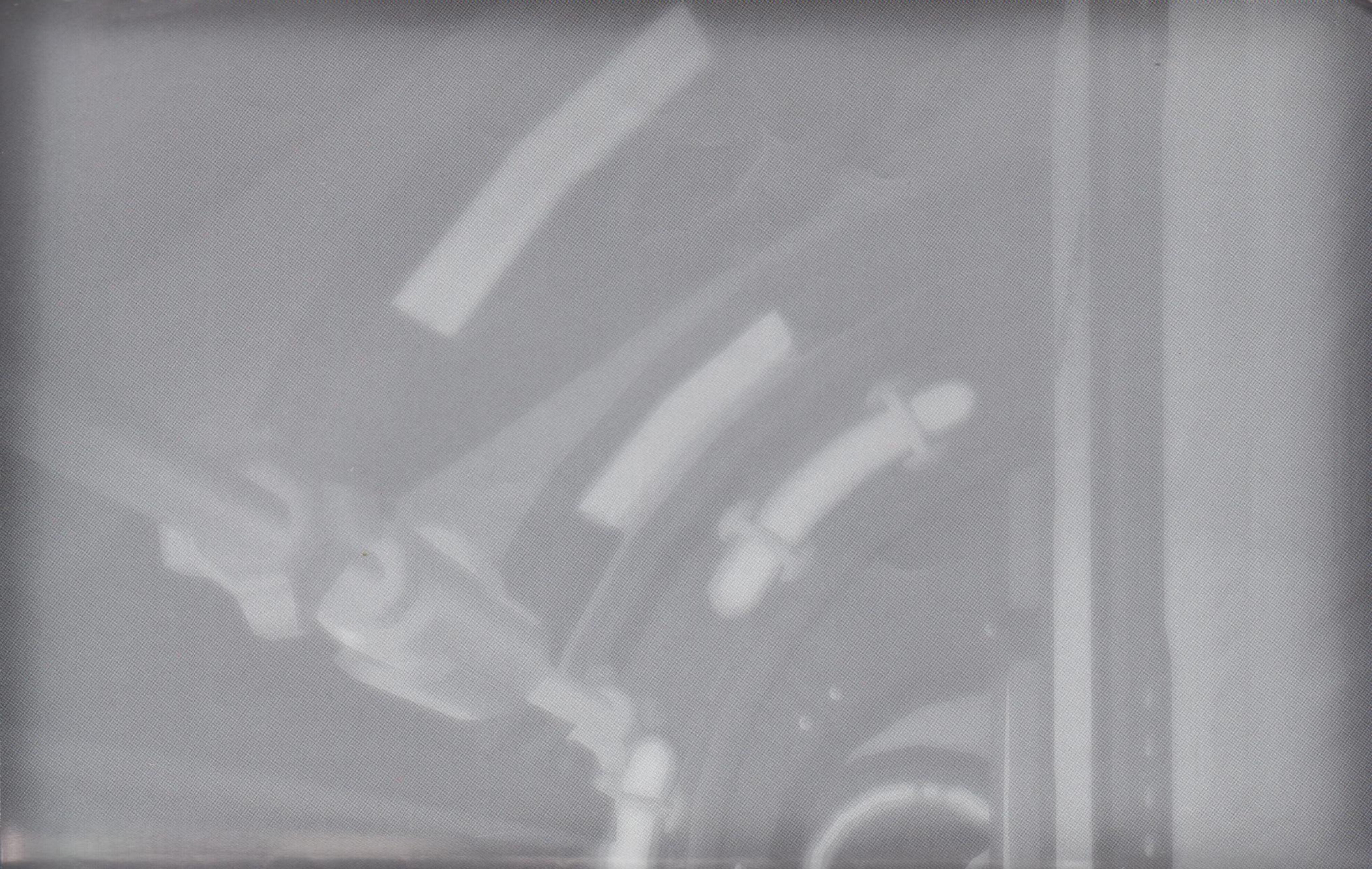

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